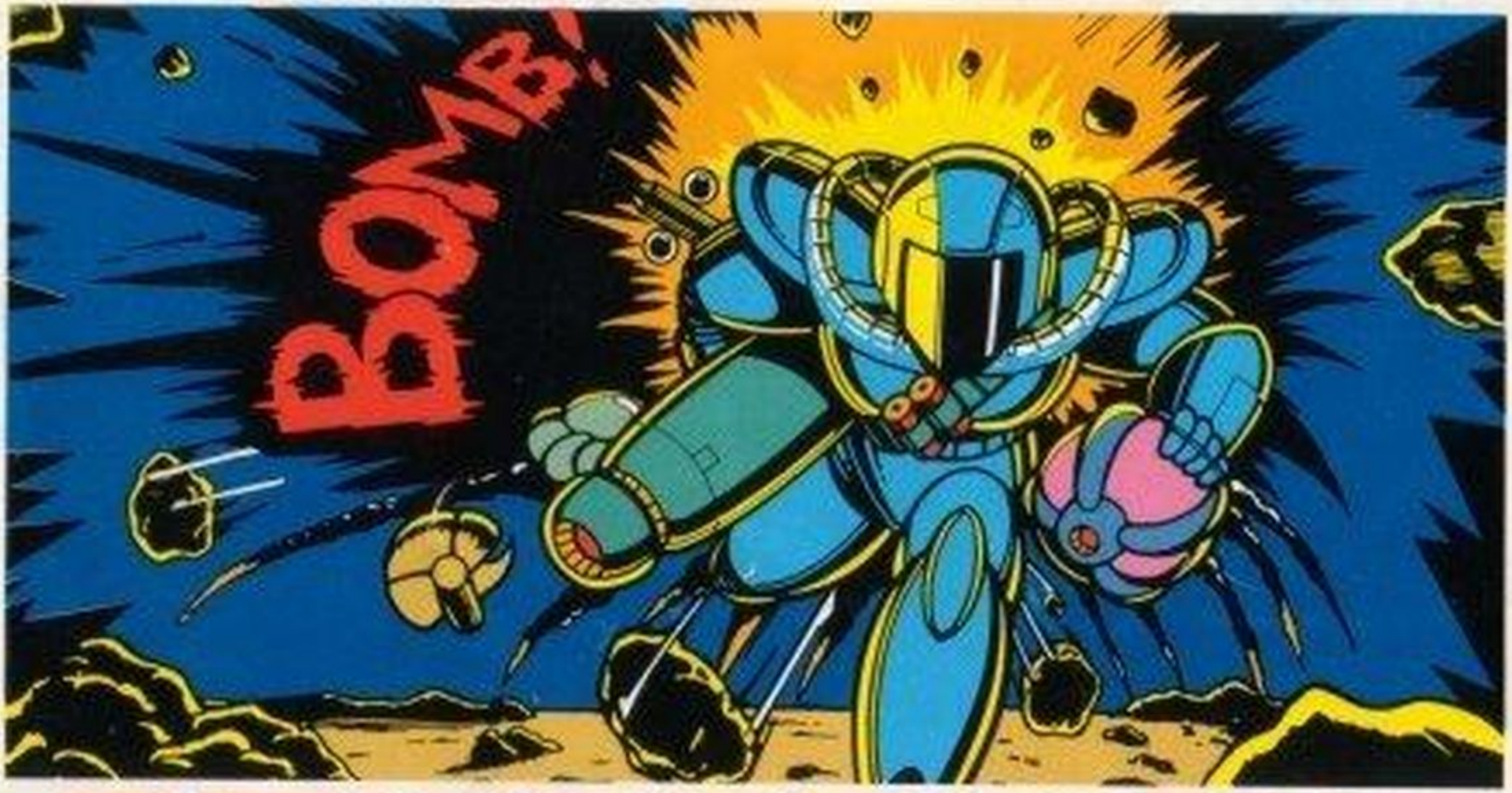
OPERATION MANUAL

NES-BM-USA



BOMBERMAN™

HUDSON GROUP

HUDSON SOFT®

BOMBERMAN™

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THE QUALITY HUDSON SOFT PRODUCT

Thank you for selecting BOMBERMAN™. In order to insure your full enjoyment of this game, we recommend that you read this manual carefully and follow its instructions and suggestions.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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WARNING

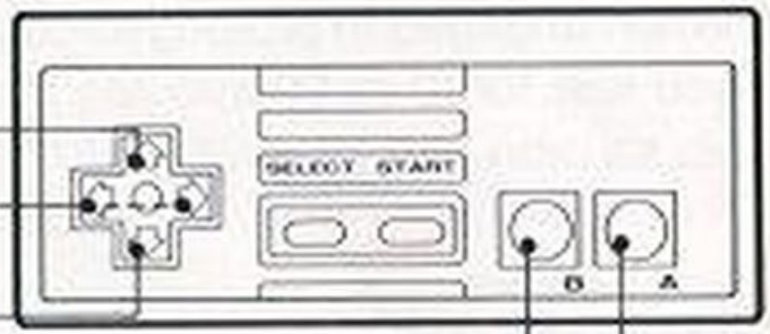
WARNING! WARNING! WARNING! WARNING! WARNING!

* Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
* Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
* Do not clean this device with alcohol, thinner, benzine or other volatile substances.
* Always turn the power off before inserting or removing the cassette from the main system.
* We recommend that you play this game at distance from the television screen.
* When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

THE STORY & CONTROLLER

Game Story: Bomberman is a robot engaged in the production of bombs. Like his fellow robots, he had been put to work in an underground compound by evil forces. Bomberman found it to be an unbearably dreary existence. One day, he heard an encouraging rumor. According to the rumor, any robot that could escape the underground compound and make it to the surface could become human. Bomberman leaped at the opportunity, but escape proved to be no small task Alerted to Bomberman betrayal, large numbers of the enemy set out in pursuit. Bomberman can rely only on bombs of his own production for his defense. Will he ever make it up to the surface? Once there, will he really become human?

CONTROL FUNCTIONS:



moves Bomberman up

moves Bomberman to right

moves Bomberman to left

moves Bomberman down

This button is used when you pick up the remote controlling explosion panel.

Lays down a bomb

＊SELECT

When the title screen appears, choose START or CONTINUE.
Make your choice by pressing select button.

＊START

If you press START, the game will start if START is selected, the game will start anew from screen 1, if CONTINUE is selected, the game will progress from the last screen of the most recently played game. (for more about the "CONTINUE" option, see the section on "CONTINUE PLAY")

＊PAUSE

A game can be temporarily halted by pressing the START button.
To start the game, you simply press the START button again.

BOMBERMAN ▶

OPERATION OF THE GAME

HOW TO PLAY THIS GAME

Bomberman's goal is to reach the surface of the earth.
However, his initial point of departure is deep in the bowel of the earth, so Bomberman must search for exitways and make his way upwards, level by level. Of course, enemy forces are lurking throughout the labyrinth, and Bomberman must overcome each and everyone in order to advance to the next level. If he should touch any of the enemy or be caught in the flames of exploding bombs, he's out for the count, so extreme caution is urged. The exitways are concealed among the brick walls and can only be found by dissolving bricks by the flames of exploding bombs, also concealed in brick walls are "power-up" panels, which Bomberman collects in order to increase his power.

"BOMBS"

In the earliest stage of the game, only one bomb can be set at a time and it has very weak firepower. As "power-up" panels are taken in, the bombs become easier to use and more lethal.

"BRICKS"

These dissolve when hit by the flames of exploding bombs.
Hidden within the bricks are exitways and "power-up" panels, so it is wise to bomb out as many bricks as possible.

POWER-UP PANELS

"CONCRETE"

Concrete walls aren't damaged by bomb fires, so Bomberman can take shelter from exploding bombs.

"EXITWAYS"

There are to be found among the bricks. After overcoming all enemies, Bomberman stands over the exitways to proceed to the next level. However, Bomberman is in real trouble if an exitway is hit by a bomb.

""POWER-UP" PANELS"

These panels turn up occasionally among the bricks. There are several different types of panels with different effects, For example, in the illustration below, a panel is shown that has a picture of a bomb. When this panel is picked up, the number of bombs can be set at one time. The pictures seen on the panels show their various effects. There are levels that can not be cleared if Bomberman does not collect a large number of "power-up" panels, so panels should be picked up whenever they are found.

"BOMB" "BRICK" "CONCRETE" "EXITWAY" "POWER-UP PANEL"

CHARACTERS OF BOMBERMAN

"ENEMY CHARACTERS"

There are 8 types of enemy characters. Each type moves in its own particular fashion, so it's wise to learn their moves. If all enemies on a single level can be knocked out by 7 bombs, a player's scores will increase greatly.

VALCOM (100pts)

O'NEAL (200pts)

DAHL (400pts)

MINVO (800pts)

OVAPE (100pts)

DORIA (2000pts)

PASS (4000pts)

PONTAN (8000pts)

"BONUS LEVELS"

A bonus level is awarded after the consective five levels are cleared. The objective on bonus level is to take out as many enemies as possible within a limited time. On these levels, Bomberman can't be hurt by exploding bombs, so dump the explosives as much as you can.

CONTINUE PLAY

This function makes possible extension of a game under the same conditions ever after a game is nominally over. It involves somewhat complicated features, but once a player learns secret codes, games can be stored and continued at any time. When a game is finished, a secret code made up of alphabet characters (A-P) is displayed. If these are memorized and input, the computer restores your game. Be sure to record the secret codes as to not make any errors in code input.

How to input codes

Try to use recorded secret codes to restore a game. Start by selecting "CONTINUE" on the title screen. Then press the "START" button. A screen will appear, asking players to input secret codes. Use the ✣ button to select letters of the alphabet and press button 1 to input them, if the ✣ button is pressed to the right, characters will appear on screen in alphabetical order; if pressed up, down or to the left, characters will appear in reverse order. If you input all characters correctly, the previous game will be restored. Do all character input carefully, because a single error will make it necessary to start over from the beginning.

NOTE

* NOTE

Exploding bombs may cause temporary discoloration of blocks on screen or cause the screen go fuzzy momentarily. These temporary occurances have no effect on game progress.
During the course of a game, players may discover new technics, hidden characters, and other features not covered in this manual. These are part of the challange of this game and it's up to the player to work them out.
Good-Luck !

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

LIMITED WARRANTY

If necessary, the user should consult the dealer or an experienced radio/ television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4.

LIMITED WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Hudson software program is sold "as is," without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this program.
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